DISNEP'S THUS TO THE POST OF T AGB-BEIE-USA Instruction Booklet

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

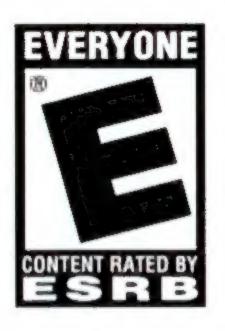
To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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| Little Einsteins | | 3 |
|-------------------------|--|--------|
| Set-Up | | 4 |
| Playing the Game | | 5 |
| Options Menu | | 6 |
| Game Menu | | 7 |
| Pause Menu | | 8 |
| Game End Options | | 8 |
| Launch Sequence | | 9 |
| Missions | | 10 |
| Parents Learning Guide. | | 24 |
| Limited Warranty | | 33 |
| Customer Support | | 34 |



You've got a MISSION!

Climbaboard and prepare for blast off with Disney's Little Einsteins. Join Leo, June, Quincy, Annie, and their musical Ship Rocket, as they conduct, dance, sind, and play their way through seven all new song-spanning Missions. Featuring world famous works of art, exciting classical music, and all your favorite Little Einsteins friends, it's an actionpacked musical adventure you'll never fordet!

Melcome Aboard

Getting Started

- 1. Make sure the POWER switch is OFF.
- 2. Insert Disney's Little Einsteins Game Pak in the Game Boy® Advance slot.
- 3. Turn the POWER switch ON

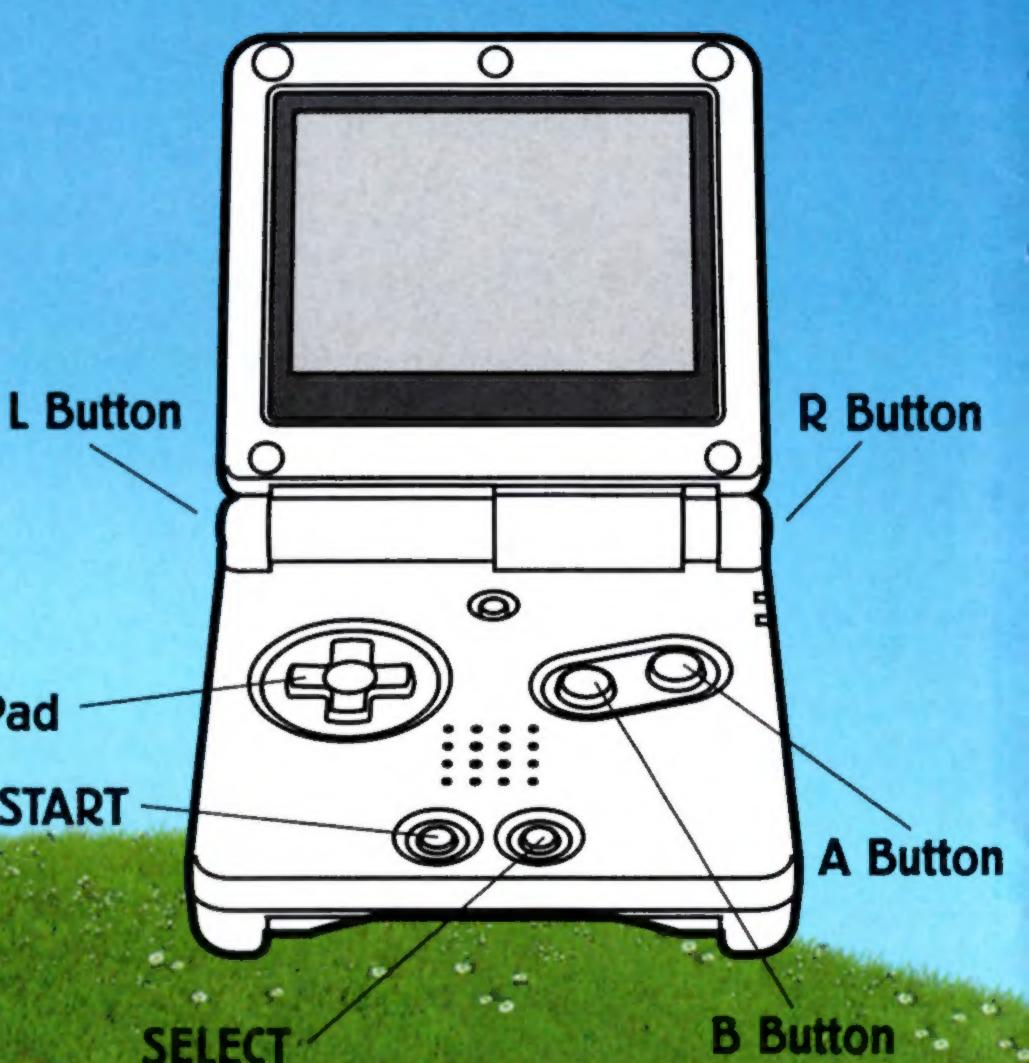
NOTE: Disney's Little Einsteins Game Pak is designed for the Game Boy Advance system.

Title Screen

Press START to proceed to the Main Menu.

+Control Pad

START



Playing the Game

Controls

Button

+Control Pad
A Button
START

Action

Move Up/Down/Left/Right
Jump/Activate/Launch Rocket
Pause/Exit Mission

Difficulty Setting

When starting a new game, press the A Button to choose from the following difficulty levels:

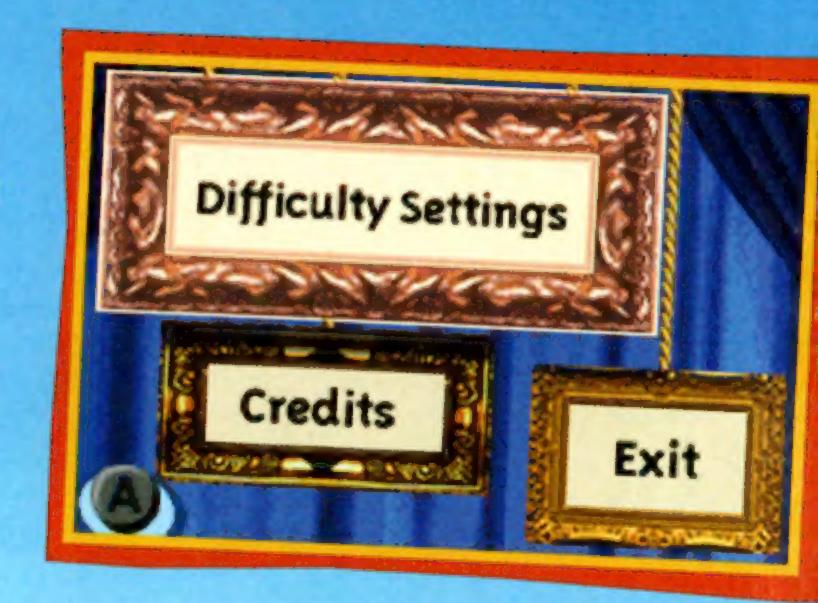
- Easy Mission games are designed for first time players and younger children.
- Hard Mission games feature added
 challenges for older children.



Options Menu

To change difficulty settings or view the game credits, press **START**, then use the **+Control Pad** and **A Button** to choose from the following:

- Difficulty Setting Choose Easy or Hard.
- Credits Look here to see the team who helped create this game.
- Exit Return to previous screen.



Choosing a Mission



There are seven thrilling musical missions to choose from. Each one has three different fun-filled games that the Little Einsteins will need your help to complete. Use the +Control Pad and A Button to select a Mission Painting and prepare for blast off!

Press START to access the Start Menu.

Came Went

- Mission Art Lise the *Control Pad and A Button to enter a mission palating and play through an entire adventure.
- Game looms Select an loon to play a single game.
- Bast Go back to choose a new mission

Game

Call-out



Mission Art

Pause Menu

to continue where you left off or go back to the Mission Menu to choose a new mission.

Game End Options





the A Bulling -

Launch Sequence

Prepare for blast off! Before you begin each mission, you will need to help Rocket and the Little Ensteins blast off. Watch the prompt and press either the A Button of the +Control Pad to launch Rocket has the sky.





OM, PAT, PAT!

Missions

10

Call Of The Wild

when Pander hears a sent, the pand needs your help to discover what health is shall be the health of the latest the l





Came: Misty

MOUNTSINGE

Use Rocket's booster to navigate the tall mountaintops and collect all the notes.



Williams



MANAGEMENT STREET STREET

The samp hints are late for thuit practice and the Little Ensteins need your help to find out why. This history heatages There is the Harae's by Paul Gammain and "Sine Meine Maditinusive by Workship American Hoseit!

Seman Mothowski Book

asleep! Help Quincy drum on the birdhouse and wake up the choir.





Missions

Introopez: Introument Inland

Can you help the Little linsteins had the Instein had the Instruments they need to play it? This Planton from the Stere of La Grande Jalle by Georges Scaral and Thirtunies Julie - Dinch by Well linto had hoursely)





use Rockers Met to scoop up the instruments from the ocean and safety deliver them back to the Island



Missions



Military of Converse Search

Hidden cleep in a carryon is an instrument. Colony weeks to play. Rocket and the peop one ready to help him and it but they're need your help to get them. This Mission features the Caye Paintings of Liescour and Think How of the Mountain.

Commercial Comments Comments

lucine side



INTERNATIONS!



Clubray breats his
histoment inside a
cave. Listen to its
ness and see tolkow
the music stell to
help him find it.





Lamper Unaccorner than Palerting

Uniquier the Cove Pointings of Loscoux to help the Utile Existens complete their Masien.

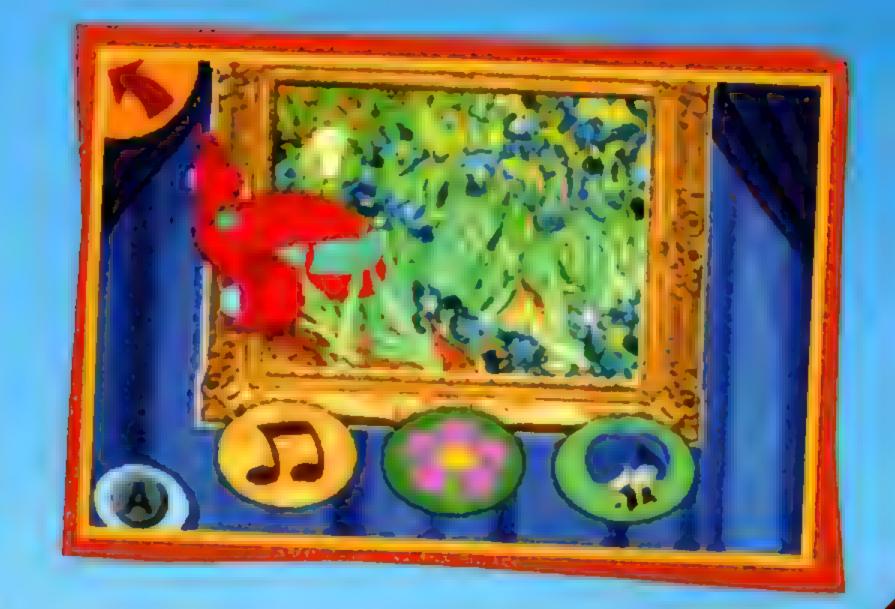


Magazina

Mildhin est The Laft Beef

Mrs. Bee is very sout and the going needs your help to chee her up. This Masken tenures troses by Vincent van Gogenius Physics of the Burnesebee by Masial Timelo-Korsenoy!





minuted being been's being

District has birned and a feet this court and a second sec

hive follow the muse and the mission of the muse and the mission of the mission o

Gumet Fleisung Bunce

When the Little Einsteins learn that this Bee can't find her family, they volunteer to search a flowerbed But these howers haven't bloomed! Help June to dance the flowers open.





No second



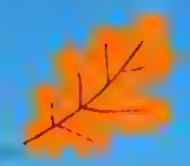
Initation sat The Painting Parrier

The Little cinsteins need a new painting for liter tree house Jole them on their found to the one in the forest of paintings. The Musicin by Vincent Van Gordi and Musicing Sun - Danie of the Sun Francisco by Francisco Tree Francisco by Francisco Tree Francisco by Francisco Tree Francisco





S. Harrison III



Samos Puzzelle Places

dighteding has struck the gang's painting and scattered the pieces all over the local Use Rocket's net to collect of the pleces.





Samuel I

Marry Patient land

timbe the Little Englishe.

Suff the proken pariming

See a language.

VALUE OF STREET

Migdon on Guince's Christiany

Help Ranket and the gang throughting a party he'll never forget. This Plaston terminal Seasocapte at Post-en-Bessel by steames Seams and The Blue (made by Jonesia Seams and The Blue).





Games The Shepry Sea

the Little Binskeins June 1986 to the One Use Rocket's her to collect notes from the Singing Sea.

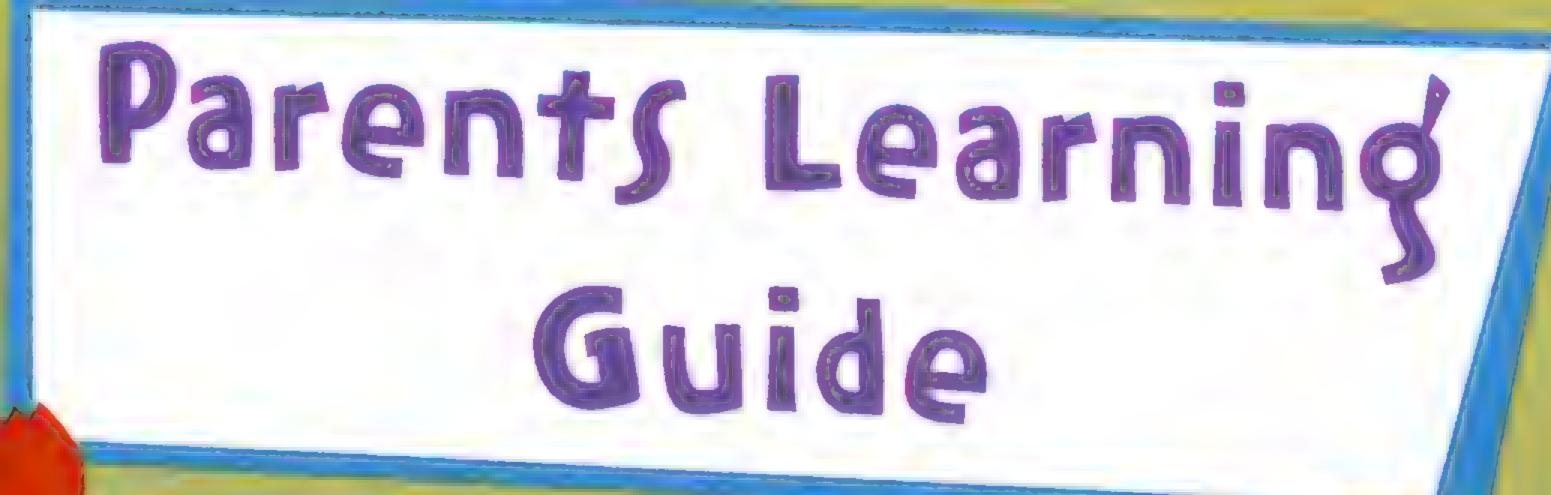
Military

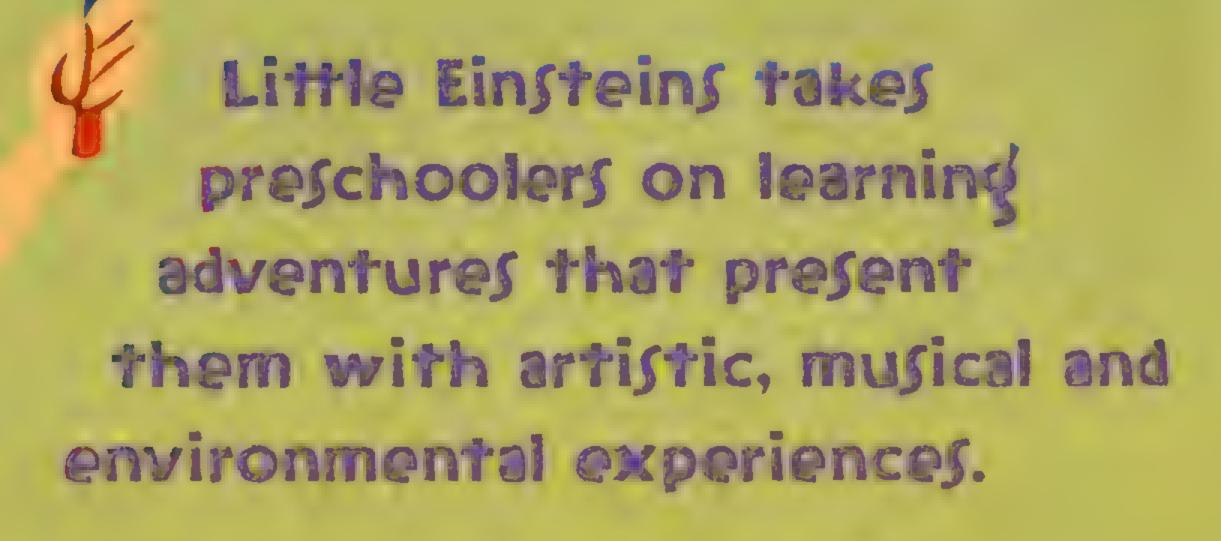
Game: Balloon Island

All good panies need balloons. Hy
to Balloon Island and use Rocket's
Clapper Carcher to collect a whole
bunch

Common Co







Lemming Bwerview

Throughout the game, your child will have the opportunity to learn about music, an and nature through application of the following learning concepts:

Learning Concepts

Problem Solving

Addressing Cognitive Challenges

Linking Cause and Effect

Opening to Adventure and Discovery

Participating in Fun, Interactive, Experiential Learning

Appreciating and Engaging in Teamwork

Feeling Accomplishment through Mission Completion



Learning Environment

Music

Art

Nature



Learning About Music

Fech of the 7 missions features is own classical music and composer.

| Mission | Music | Composer |
|---------|--|--------------------------|
| 1 | William Tell Overture | Gioacchino Rossini |
| 2 | Eine Kleine Nachtmusik – Allegro | Wolfgang Amadeus Mozart |
| 3 | Nutcracker Suite – March | Pyotr Ilyich Tchaikovsky |
| 4 | 'In the Hall of the Mountain King' (from Peer Gynt Suite) | Edvard Grieg |
| 5 | Flight of the Bumblebee | Nikolai Rimsky-Korsakov |
| 6 | Nutcracker Suite – Dance of the Sugar Plum Fairy | Pyotr Ilyich Tchaikovsky |
| 7 | The Blue Danube | Johann Sebastian Strauss |



Your dilid will also be exposed to a renge of classical artivork throughout the game.

Each of the 7 missions realities its own datalical prints, masterpiece.

As your chird place each mission, he/shit will have the opportunity to nonesse their missions of est.



Learning About Art

At 7 missions feature a dassic palititing by a renowned artist

| Mission | Painting | Artist |
|---------|------------------------------|------------------|
| 1 | Exotic Landscape | Henri Rousseau |
| 2 | There is the Marae | Paul Gaugin |
| 3 | The Siene at La Grande Jatte | Georges Seurat |
| 4 | Cave Paintings of Lascaux | Unknown |
| 5 | Irises | Vincent Van Gogh |
| 6 | The Starry Night | Vincent Van Gogh |
| 7 | Seascape at Port-en-Bessin | Georges Seurat |

Learning About Nature

Each of the 7 missions and 21 yearnes takes place in the natural world.

As a result, your dilid will experience the wooders of nature lactuding exploring diverse landscapes and interacting with intriguing animals.



Problem Solving

Each medical break and the Latte Einsteins being tasked to solve

The the Company of the Company of the Little of the Company of the Company

COGNITIVE LINESPERMENT

The game of animation and the child shall thinking ability and your child's ability to recall specifics and follow a harrative.

Lorder Lounte Control Control

Cause and Effect

Including the pame, your divid is frequently promoted to execute an action with a clear reaction, allowing them to see the benefits and rewards of metractions.

Movembure and Discovery

complete missions. Along the Way, they will discover new environments, animals, music

and art.

Experiential Learning



Learning Concept)

Tank memory for

All of the Little Einsteins characters are incorporated into the game, encouraging your chitd to use teamwork to help solve problems and complete missions. Your child, in effect brecoves a member of the Little Einsteins invent.

Mission Completion / Accomplishment

As the parties tradered accompositioned and according to the fewers to t



Limited Warranty

Buena Vista Games warrants to the original consumer purchaser of the Game Pak that the medium on which the Game Pak is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Game Pak is sold "as is" without express or implied warranty of any kind, and Buena Vista Games is not responsible for any losses or damages of any kind resulting from use of this Game Pak. If a defect occurs during this ninety (90) day warranty period, Buena Vista Games will either repair or replace, at Buena Vista Games' option, the Game Pak free of charge. In the event that the Game Pak is no longer available, Buena Vista Games may, in its sole discretion, replace the Game Pak with a Game Pak of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Buena Vista Games' reasonable satisfaction, that the product was purchased within the last ninety (90) days. If you need to replace a user-damaged Game Pak, please call the number listed under Telephone Support. There is a \$20.00 fee to replace a user-damaged Game Pak.

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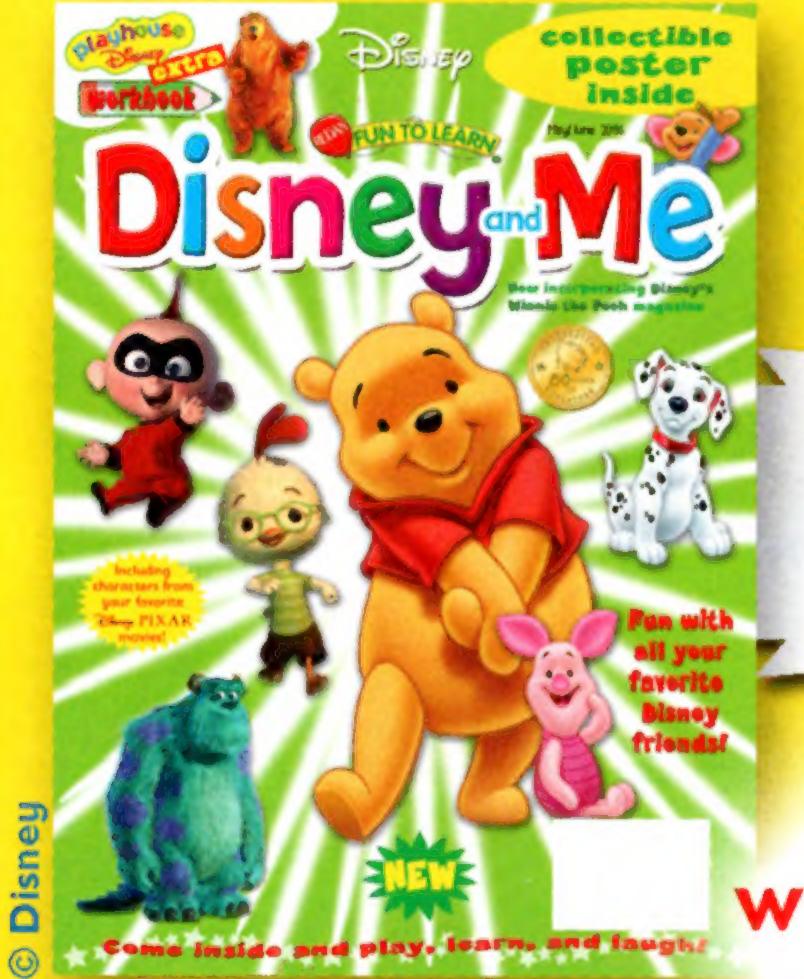
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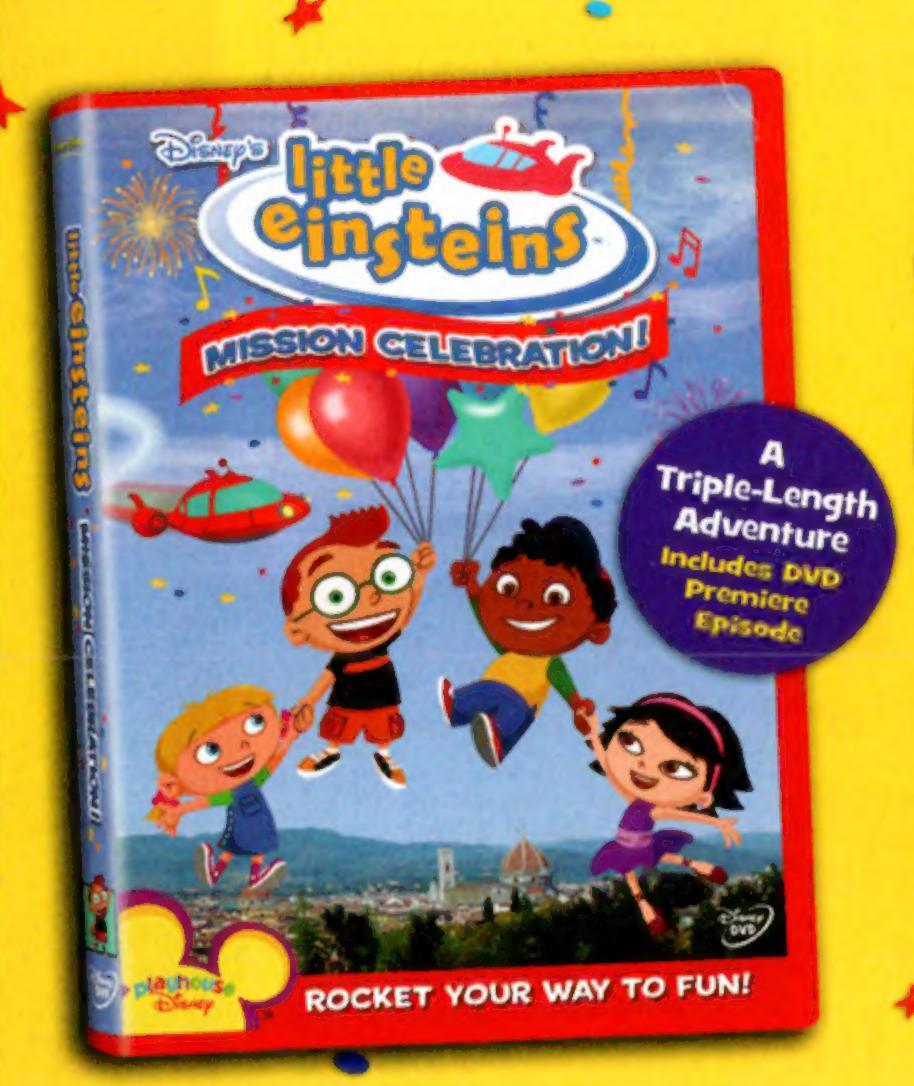
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